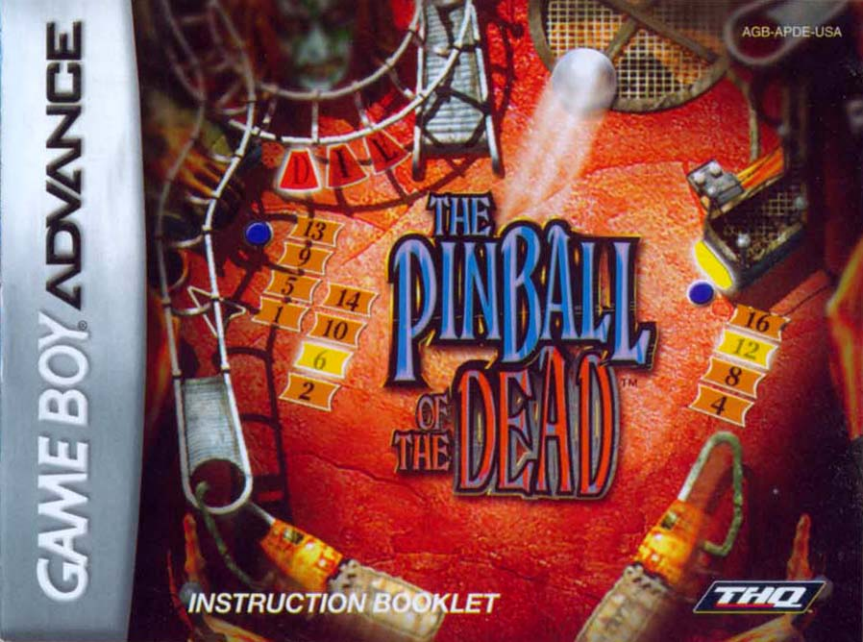


GAME BOY ADVANCE

AGB-APDE-USA

The background of the cover is a detailed illustration of a pinball machine with a zombie theme. The playfield is a vibrant red with a cracked, blood-like texture. A silver pinball is shown in mid-air, having just been launched from the bottom right. Various mechanical components like flippers, bumpers, and a target are visible. On the left, a vertical stack of yellow and orange score targets displays numbers 1 through 14. On the right, another similar stack shows numbers 4 through 16. The title 'THE PINBALL OF THE DEAD' is prominently displayed in the center. The words 'THE' and 'OF THE' are in a smaller, blue, blocky font, while 'PINBALL' and 'DEAD' are in a larger, stylized font with blue and red outlines and a 3D effect. A small 'TM' trademark symbol is located to the right of 'DEAD'.

# THE PINBALL OF THE DEAD™

INSTRUCTION BOOKLET

THQ

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

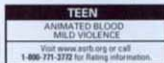
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

**⚠ WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).



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THIS GAME PAK WILL WORK ONLY WITH THE  
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

# THE PINBALL OF THE DEAD™



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## Getting Started

Thank you for purchasing The Pinball of the Dead™. Please note that this software is designed only for use with Nintendo® Game Boy® Advance. Please read the following instructions thoroughly before you start playing.

1. Turn OFF the power switch on your Nintendo Game Boy Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of The Pinball of the Dead™ into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

## Controls

### Menu Screen Controls

#### Control Pad

Stage and mode selection

#### A Button

Stage and mode confirmation

#### B Button

Cancel



#### SELECT

Save from Pause Menu  
(during game)

#### START

Start the game

### Gameplay Controls (default settings)

L Button	left flipper
R Button	right flipper/shoot
A Button	right flipper/shoot
B Button	nudge table (right)
Up	nudge table (up)
Down	nudge table (down)
Left	Left Flipper
Right	nudge table (left)

\*Return to the Title Screen at any time by simultaneously pressing SELECT, START, and the A and B Buttons.

From the Main Menu, you can access any of the game modes and options available in The Pinball of the Dead™. Select a game mode with the Control Pad and press the A Button to continue. Press the B Button to return to the Title Screen.

## Game Start

To begin a game, select either Normal Mode, in which any of three stages may be played freely, or Challenge Mode in which the three stages are played in succession. (p.10)

## Continue

You can continue a previously saved game by choosing CONTINUE from the Main Menu. Select a saved game with the Control Pad up/down and press the A Button to continue where you left off. Additionally, a password is displayed at the same time the game is saved. Enter the password to continue a game without loading it from the Game Pak. After selecting ENTER PASSWORD from the Continue Screen, select letters with up/down and letter columns with left/right. After all letters have been selected, enter the password with the A Button.

\*Gimmick conditions are not saved.

\*Note: The game cannot be restarted by entering passwords shown when the game is over.



## Tutorial Mode

The tutorial describes how to play the game, including the boss appearance conditions and gimmick appearance conditions for each stage. Select a stage using the L and R Buttons, and use the Control Pad to view descriptions of the various items. If a ▼ mark appears at the bottom right of the description screen, press the A Button to scroll the text to read the rest of the description. Press START to return to the Title Screen.



## Options

Various gameplay settings can be changed from the Options Menu. (p.8)



## Ranking Mode

Score records can be viewed. Use the Control Pad to scroll through and check the high and low scores for the various stages. Press the B Button to return to the Options Screen.



\*Note: There are many hidden conditions in the game. Clearing one of these conditions can reveal new game modes. Good luck unlocking all of the hidden secrets!

Change gameplay settings from the Options Menu. Use up/down on the Control Pad to select an option, and press the A Button to make changes.

## Ball Speed (Fast ↔ Slow)

Change the speed at which the ball moves. Select with left/right on the Control Pad.

## Auto Tutorial (On ↔ Off)

Set whether or not to display the tutorial before each stage begins. Select with left/right on the Control Pad.

## Blood Color (Red ↔ Blue ↔ Green ↔ White)

Change the color of the zombie blood. Select with left/right on the Control Pad.

## Key Config (Type A ↔ Type B ↔ Type C ↔ Type D)

Change the arrangement of the gameplay buttons. Select a button configuration with left/right on the Control Pad. You can view the new button commands on the Key Config screen. Press the B Button or up/down to return to the Options Screen.

- \* **Type A** - Default settings (p.5)
- \* **Type B** - Table can be shifted with the Control Pad
- \* **Type C** - General setting for beginners
- \* **Type D** - Flippers can be operated with one hand only

## Default

Return all settings to the default settings. Highlight DEFAULT with the Control Pad and press the A Button to return to default settings.

## All Data Clear

Erase all saved data, including saved gameplay data and ranking data. Highlight the option and press the A Button. A confirmation message will appear. You may cancel the Data Clear option by pressing the B Button. If you want to erase the data, press the A Button.

## Player Data

Game records are saved in the Player Data Menu. Press the A Button to display the Player Data Menu. When viewing Player Data, press the B Button to return to the Options Menu.

<b>Play Count</b>	
<b>Wondering</b>	Number of times the Wondering stage has been played in Normal Mode.
<b>Movement</b>	Number of times the Movement stage has been played in Normal Mode.
<b>Cemetery</b>	Number of times the Cemetery stage has been played in Normal Mode.
<b>Zombies Defeated</b>	Number of defeated zombies.
<b>Bosses Defeated</b>	Number of defeated bosses.
<b>Balls Lost</b>	Number of times the ball has been lost.

## BGM (On ↔ OFF)

Turn the Background Music ON or OFF. Select with left/right on the Control Pad.

## Exit

Save any changed settings and return to the Title Screen. Select EXIT and press the A Button.



## ● Playing the Game

### Normal Mode

Choose to play on one of the three pinball tables: Wondering, Movement, or Cemetery. Try to get the highest score possible by keeping each ball in play as long as you can. Clear specific conditions on each of the stages to make the bosses appear, then defeat each boss to gain big points (p.17). There are six types of bosses that appear. If all six bosses are defeated, they appear again in the same order, starting from the first boss.



### Challenge Mode

Play through all three pinball tables from Normal Mode in succession. Defeat all of the bosses from the Wondering table to advance to the next table. Complete all three pinball tables to defeat the game. Finish with as many points as possible to try to beat the high score!

## ● The Game Screen

The Game Screen scrolls along with the movement of the ball. When battling a boss, the Game Screen switches to a special boss stage.



The current score. The highest possible score is 9,999,999,990.

The number of remaining balls. The game is over when the player loses the ball and this number is zero.



Press START during Normal Mode or Challenge Mode to pause the game and bring up the Pause Menu. The Control Pad is not used to make selections on the Pause Menu. Instead, press the corresponding button commands to make a selection. The game can be saved and the player status can be confirmed while on the Pause Menu.

### Press START to Continue

Press START to cancel pause and return to the game.

### Press SELECT to Save the Game

Current gameplay conditions are saved. Press SELECT to view the save screen, highlight a file to save onto with up/down on the Control Pad, and confirm with the A Button. A confirmation message "Are you sure?" will be displayed. You may cancel by pressing the B Button. Make note of the password at the bottom of the screen, because the game can be restarted from Continue (p.6) by entering this password. After saving, press the B Button to return to the game.

### Press the L or R Buttons for Stage Info

Your current game status can be checked from the Pause Menu. Press either the L or R Buttons to switch to the Play Status screen. Press the A Button to return to the Pause Menu.

The following game status is displayed while viewing the Play Status screen:

### Game Mode

Mode currently being played. (Normal or Challenge)

### Bonus Value

Basic point value of the lost bonus added when the ball is lost.

### Multiplier

Current Bonus Multiplier.

### Balls Left

Number of remaining balls.

### Extra Balls Left

Number of extra balls remaining with respect to the current ball.

### Next Boss

Name of boss appearing next.

### Zombie Count

Number of defeated zombies.

### Press the B Button to Exit Game

Press the B Button to view the message "Are you sure?". Press the A Button to return to the Title Screen. Press the B Button to return to the Pause Menu.



## Name Entry

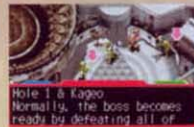
The game is over if all of the balls are lost or the ending is run in Challenge Mode, and the final score is displayed. The name entry screen appears if your score is higher than the scores recorded in Rankings. Use up/down on the Control Pad to highlight a letter and press the A Button to confirm. After a letter is entered, the cursor moves to the next letter. Input is finished after the final letter has been entered and END is selected. A password is also displayed at the same time. If you used a password to Continue (p.6) the game, then the final score, the mode played, and the stages played are all displayed.

\*Play cannot be restarted by entering the password from the game is over screen. Please enter the password from the Main Menu to restart your games from Continue (P.6).

The basic game flow described below applies to both Normal and Challenge Modes.

## 1 Game Start

When the game begins, the stage title is displayed and the Tutorial is started. However, when Auto Tutorial is turned off the game proceeds directly to the Skill Shot.



## 2 Skill Shot

After the Tutorial or the stage title has been displayed the game advances to the Skill Shot. Wait until the crosshair is aligned on the target enemy, then press the A Button to fire a Skill Shot. If the Skill Shot is a success, the player earns a Mystery bonus (p.27).



## 3 Release the Ball

After the Skill Shot, the ball is released with the plunger. When the ball appears on the stage, use the left and right flippers to keep the ball in play. If you miss the ball with the flippers and it goes down the table out of play, the ball is lost and any bonus points will be awarded.



## 4 Aim for the Boss!

Use the flippers to aim the ball towards certain game conditions, such as hitting specific zombies, to make bosses or special characters appear (p.34). Once the conditions for making a boss appear have been satisfied, aim the ball towards the correct hole to enter the boss stage.

## 5 Defeat Bosses for Big Points!

Bosses from "The House of the Dead™ 2" appear in the boss stages. Hit the ball with the flippers to strike the boss and inflict damage. The boss is defeated after being hit repeatedly and points are added to the player's score. You will return to normal gameplay if the boss is defeated or if the ball is lost. To advance to the boss stage again, the boss conditions must be satisfied all over again. If the boss is defeated, a new boss will appear the next time you enter the boss stage. When all of the bosses are defeated in the Challenge Mode, the game advances to the next stage. When they are all defeated in the Normal Mode, the bosses appear again in order from the first boss.



## 6 Use the Gimmicks!

There are a variety of gimmicks set in each of the stages. Activate the gimmicks and special characters will appear or a Mystery bonus can be earned. The gimmicks will help you get a higher score, so you should aim for them as much as possible.

Here is an introduction to the stages appearing in The Pinball of the Dead™. Refer to the Tutorial (p.7) during the game for detailed information on how to play.

## Wondering



1. Hole 1 and Arrow 1 (to boss stage)
2. Hole 2 and Arrow 2 (earn extra ball)
3. Hole 3 and Arrow 3 (Steve appears)
4. Hole 4 and Arrow 4 (citizen rescue event starts)
5. Steve
6. Kickback David

## Boss Conditions

Once the player defeats the four zombies milling back and forth at the top of the screen (Wondering Kageo), Arrow 1 will light up blue. Put the ball into Hole 1 and the screen will switch to the boss stage. The color of Arrow 1 turns red if all of the Wondering Kageo are defeated two or more times.



## Steve Conditions

Spell the word "ESCAPE" by hitting the ball into Hole 3 once for each letter. When all of the letters in ESCAPE are lit, Arrow 3 lights up. Putting the ball into Hole 3 after this makes Steve appear. Striking Steve with a ball switches on the lights in the center one at a time. Hit Steve several times to defeat him. If there are no remaining balls, you can force Steve to appear simply by putting the ball into Hole 3 when making a plunger shot. Also, if you have defeated five of the six bosses, hit Steve six times and he will open his mouth. Put the ball into his mouth to advance to the boss stage.



## Save the Civilians

Putting a ball into Hole 4 displays an outline of the letters in CHAOS. Get all the letters in CHAOS to light up Arrow 4. Put the ball into Hole 4 after this to make a civilian appear. Use the ball to defeat zombies and keep the civilian from being attacked. When the civilian has safely escaped to the bottom of the screen, the event has been cleared.



## Other Gimmicks and Events

### Mystery

When the arrows on either side of the loop lane are lit up, put the ball into the loop lane to obtain a mystery bonus.

### Extra Ball

Put the ball into Hole 2 to display an outline of the letters in NIGHTMARE. Highlight all of the letters to light up Arrow 2. If the ball is put into Hole 2 after this, an extra ball is earned.



## Movement

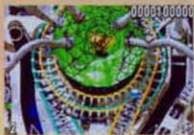


1. Hole 1 and Arrow 1 (earn extra ball)
2. Hole 2 and Arrow 2 (to boss stage)
3. Hole 3 and Arrow 3 (earn mystery)
4. Hole 4 and Arrow 4 (to dump tank)
5. Hole 5 and Arrow 5 (release gate lock)
6. Hole 6 and Arrow 6 (open gate)
7. Dump Tank
8. Culture Tank
9. Kickback David



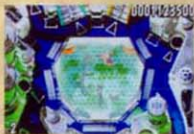
### Boss Condition

Send a ball through the loop lane at the top of the screen to make the experimental creature in the culture tank grow. When the specimen is fully grown, Arrow 2 will light up blue and the game will be BOSS READY. Putting a ball into Hole 2 after this switches the screen to the boss stage. After Arrow 2 has turned blue, any additional balls shot through the loop lane will cause Arrow 2 to become red.



### Advancing to the Dump Tank

Put a ball into Hole 4 to display an outline of the letters in VICTIM. After these letters are completed, put a ball into Hole 4 to move to the dump tank in the center of the screen. Inside the dump tank the player operates special flippers (button controls are the same as for normal flippers). Here, if the ball is lost a new ball is released from Hole 3.



### Opening the Gate

The gate in the center of the screen closes when the ball passes through it from top to bottom. Balls can pass through it top to bottom even when it is closed. Hit the closed gate once to light it up, then put the ball into Hole 6 to open the gate. Put the ball into Hole 5 to display an outline of the letters in GENOM. Arrow 5 will light up when all of the letters have been completed AND Lights 3 and 4 are both lit up. Put the ball into Hole 5 after this to turn the lock and keep the gate in the center of the screen from closing.



### Other Gimmicks and Events

#### Mystery

A random mystery bonus is obtained by putting the ball into Hole 3 (to the left side of the dump) when Arrow 3 is lit up.

#### Extra Ball

Put the ball into Hole 1 to display an outline of the letters in EVOLVE. Highlight all the letters in EVOLVE for Arrow 1 to light up. Now you can gain an extra ball by putting a ball into Hole 1.



## Cemetery



1. Hole 1 and Arrow 1 (to boss stage)
2. Hole 3 and Arrow 3 (earn extra ball)
3. Hole 4 and Arrow 4 (earn mystery)
4. Switch and Light 1 (boss condition)
5. Switch and Light 3 (Ricky condition)
6. Right Ramp and BIGBUERE Light (BIGBUERE appearance condition)
7. Johnny's Head
8. Ricky
9. Kickback David

## Boss Condition

Defeat the eight zombies (Wandering Kageo) milling back and forth at the top of the screen, then hit Switch and Light 1 with the ball to turn on Light 1. Doing this lights up Arrow 1 at the top right of the screen. Put the ball into Hole 1 while it is lit to be transferred to the boss stage. The Arrow turns blue if all of the Wandering Kageo have been defeated once, and red if they have been defeated two or more times.



## Ricky Condition

Hit Switch and Light 3, just under Johnny's Head located at the left-center of the screen, to turn on Light 3. Hit Johnny's Head (by directly hitting it with the ball or sending the ball through the surrounding loop lane) three times and Johnny's Head opens its mouth. Put the ball into the mouth to make Ricky appear at the bottom of the screen. Hit Ricky with the ball repeatedly to defeat him.



**Note:** The mouth of Johnny's Head opens if there are zero remaining balls and Ricky has not yet appeared. Also, if five of the bosses have already been defeated, hitting Ricky repeatedly will cause the mouth to open. Put the ball into the mouth to advance to the boss stage.

### BIGBUERE Appearance Condition

Each time a ball passes through the right ramp lane at the upper right of the screen, the BIGBUERE Lights are lit up one by one. When all of these lights have been lit up, BIGBUERE appears. Hit BIGBUERE with the ball and the BIGBUERE Lights are turned off one at a time. Turn off all of the lights to defeat BIGBUERE.



**Note:** When BIGBUERE is defeated, eight small BUEREs appear.

### Other Gimmicks

#### Mystery

Put the ball into Hole 4 to display an outline of the letters in MERCY. Getting all of the letters in MERCY lights up Arrow 4. Put the ball into Hole 4 after this to earn a random mystery bonus.

#### Extra Ball

Put the ball into Hole 3 to display an outline of the letters in REVIVE. Getting all of the letters in REVIVE will light up Arrow 3. Put the ball into Hole 3 after this to earn an extra ball.



Read over these rules along with the tutorial that is displayed during gameplay. Refer to Playfield in the tutorial for the basic terms and operations in pinball.

### Skill Shot

A window opens in the screen with a target displayed. Earn a mystery bonus by shooting when the crosshairs are aligned on the target enemy (press the A Button).

### Ball Save

After the ball is launched onto the table, the death hole flashes for 30 seconds. If the ball drops into the death hole during this time, "Ball Saved" is displayed on the screen and the ball is returned to the table and gameplay is resumed.

### Kickback

This function kicks the ball back onto the table when it drops into an out lane. Normally the kickback function is off, but it is activated by defeating a Kickback David (p.17). There is a Kickback David in both of the left and right lanes.

### Gimmicks

A gimmick refers to elements that exhibit some kind of reaction when they are hit with a ball. Gimmicks such as zombies and bumpers add points to the player's score when hit with a ball.



## Ready

This is the state when any of the conditions have been cleared. For example, BOSS READY and EXTRA BALL READY are displayed when the boss conditions and the conditions for obtaining an extra ball, respectively, are cleared.

## Lost Bonus

The Lost Bonus is calculated as the Basic Points times the Bonus Multiplier. This bonus is added to the player's score when the ball drops into a death hole or into one of the left or right out lanes. The initial value for the Basic Points is fixed, but increases by defeating the first five bosses, by defeating the sixth boss, or by passing the ramp and lane. The Bonus Multiplier begins at one and increases each time a mystery Multiplier Increase is earned, up to a maximum of 16.



## Extra Ball

One ball is added to your total of remaining balls by obtaining an extra ball bonus. An extra ball can be obtained by clearing the Ready conditions first, then by putting a ball into the specified hole. These conditions are different for each stage (p.17). An extra ball can be earned up to three times with the same ball.

## Mystery

A mystery bonus can be obtained by clearing the Ready conditions first, then by putting a ball into the specified hole. Alternatively, a mystery bonus can be obtained by being successful in the skill shot. The eleven types of mystery bonuses are shown on the following page.

## KICKBACK READY

Kickback is activated on both sides.

## SUPER KICKBACK

Kickback continues to stay active until the ball is lost.

## MULTIPLIER INCREASE

The Lost Bonus Multiplier increases by one level.

## FIELD 2X

The point total of gimmicks on the field is doubled until the ball is lost or the next mystery bonus is obtained.

## 45 SEC SHIELD

For 45 seconds after this bonus is earned, the ball is restored if the ball is lost into the Death Hole.

## EXTRA BALL READY

The arrow corresponding to the extra ball is lit up and the game becomes EXTRA BALL READY.

## 10 MILLION

10 million points are added to the player's score.

## 25 MILLION

25 million points are added to the player's score.

## BONUS HOLD

Even if a ball is lost, the Lost Bonus Basic Points and Bonus Multiplier are not returned to their initial values and are maintained as they are.

## BOSS READY

The stage becomes BOSS READY, allowing you to battle the boss immediately by aiming the ball for the correct hole.

## SUPER JETS

The score per bumper becomes 100,000 until the ball is lost. This mystery bonus cannot be obtained on the Movement stage, as there are no bumpers.

### Creature Roulette

In each of the stages there is a gimmick with three Devilons (p.34) aligned in a row. When these are defeated they are each resurrected as either Patrick, Franklin, or Devilon. When the same character is resurrected for each of these Devilons the Lost Bonus Multiplier is raised by one, to a maximum of 16.

### Undead Feature

A variety of effects can be obtained depending on the number of zombies defeated with one ball. The number of times a ball passes through the ramp (loop) lane, and the number of times a lamp is lit are also counted toward this.

20 times	200,000 points are added to the player's score
40 times	The kickback on both sides is activated
60 times	600,000 points are added to the player's score
80 times	MYSTERY READY
100 times	1,000,000 points are added to the player's score
120 times	BOSS READY
140 times	1,400,000 points are added to the player's score
160 times	MYSTERY READY
180 times	1,800,000 points are added to the player's score
200 times	EXTRA BALL READY

### Boss Stage

After the boss conditions set in each stage are cleared (BOSS READY), you can go to the boss stage by putting the ball into a specific hole. The number of available balls in the boss stage depends on the number of times the conditions were cleared (to a maximum of 4 balls). Therefore it is a good idea to clear the conditions several times before advancing to the boss stage.

### Hitting

The basic goal in hitting the ball with the flipper is to send a forcefully hit ball back towards the targets. Rushing and hitting the ball too early results in a weak hit. A ball that is weakly hit often drops into spots that cannot be reached by the flippers. Try and lead the ball in as much as possible and return it as forcefully as possible.

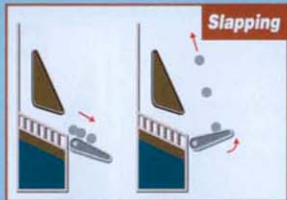
### Holding

The ball can not only be hit back, but also stalled on the flippers (called holding). Press and hold the flipper button to keep a flipper in the up position. A ball at the base of the flipper can be held by doing this. Use this technique while waiting for a zombie to appear or considering your next move. If the ball hits the flipper forcefully, it may bounce off the flippers even if they are held up. Make sure to pay attention to the speed of the balls.

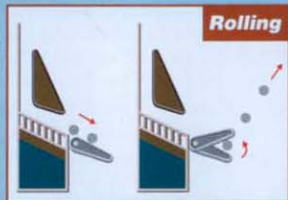


### Control

Holding can also be used to control the direction in which the ball is hit. Lower the flipper from the holding position, then time your shot to control the direction of the ball. If the flipper is raised quickly, the ball can be slapped, while if it is raised late the ball can roll off of the flipper. Using this technique makes it easier to aim the ball (for advancing to the boss stage and obtaining extra points, for example).



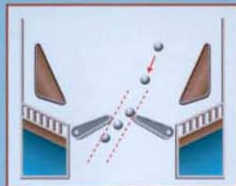
↑ Raise the flipper early



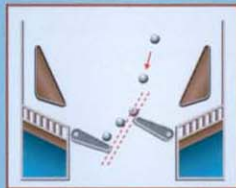
↑ Raise the flipper late

### Defense

When it looks like the ball is going to be lost, players tend to raise both flippers. However, this actually has a negative effect of widening the gap through which the ball can pass. Accordingly, raising the left and right flippers alternately as shown to the right has the effect of improving the defense. In this example, the ball is approaching from the right, so the right flipper is raised first. The ball comes into contact with the tip of the right flipper and is deflected toward the left flipper. The spot where the ball comes into contact with the flipper will determine the path at which the ball drops, so timing is very important. If the ball is approaching from the left the movement of the flippers is reversed.



↑ Both flippers raised



↑ Deflect the ball to the left

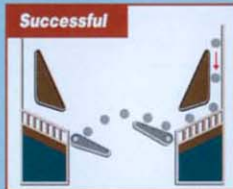


### Passing

Randomly hitting the flippers makes it hard to direct the ball into a desired hole. Using the flippers to volley (pass) the ball can help hit the ball in the desired direction. When a ball approaches quickly, raise one flipper and pass the ball gently towards the opposite flipper. Don't forget to use the holding position with the receiving flipper. When the ball is moving slowly towards the flippers, however, the ball will drop without arriving at the opposite flipper. In this case, it is better to use the holding technique rather than the passing technique to maintain control of the ball.



↑ Slow ball



↑ Fast ball

### Nudging the Table

After playing the game several times, the various controls should become familiar. Try using the unconventional technique of nudging to aim for a higher level of game play, and thus a higher score. The ball frequently comes into contact with various table parts and bounces off of them right into the out lane. In particular, the ball often strikes the slingshot (triangular shaped part) directly below the bottom flippers and rebounds with intensity into the out lane. At this time, tilt the table at the moment the ball comes into contact with the slingshot to change the intensity of the ball's reaction. Whether the force of the ball is increased or decreased depends on the direction in which the table is tilted, but in either case the number of times the ball ends up in the out lane should be reduced. Although there are other points regarding nudging the table, be careful to not nudge too much because the balls can also be lost into a position that is unplayable.



## Characters and Points

\* Receive 100,000 points by defeating all Kageos in the Dump Tank. Your bonus will increase up to 10 times for every time you defeat all four Kageos until you lose the ball from the Dump Tank.



**Bob**  
20000  
Defeat All 600000



**BUERE**  
50000



**David**  
10000  
Defeat All 400000



**Ebitan**  
10000  
Defeat All 500000



**Kageo**  
10000  
Defeat All 1000000



**Devilon**  
5000



**Franklin**  
10000



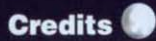
**Patrick**  
15000



**Dead Fish**  
5000



**Murrer**  
10000



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